

## RDG 457 Final Project

<b>Due Date:</b>	<b>Points Possible:</b>	<b>Points Received:</b>	
	<b>20</b>		
<b>CATEGORY</b>	<b>3</b>	<b>2</b>	<b>1</b>
<b>Classroom and Learner Profiles</b>	Classroom/learner description includes target skills and competencies, learning environment features as well as all other information	Classroom/Learner description includes strengths and motivation information as well as learning challenges.	Classroom/Learner description is incomplete.
<b>Strategies for Student Diversity</b>	Discuss strategies and modifications that are currently working and gives insight as to why some are not working.	Only discussed current strategies that are not working and an unsuccessful learning environment.	Diversity considerations are not described.
<b>Hardware and Peripheral Choices</b>	Add in additional environmental considerations that match learner need such as headphones, adjustable furniture, etc.	Mainstream peripheral choices are included (e.g. printers, cameras, scanners, dongles, Doc cameras, etc.) Describe setting or environment in which this would be best implemented.	Corrent and complete computer or device configuration details are included (size, memory, ports, etc.)
<b>Web Search, Curriculum Connection &amp; URL</b>	Add insight about any accommodations that might be considered when implemented.	Web site list is provided with URL and rationale for selection that matches learner profile. Curriculum standards are cited. Multiple tools are considered.	Web site list is provided without rationale for selection. Only a single tool is included.
<b>Software Search, Curriculum Connection &amp; Publisher</b>	Add insight about any accommodations that might be considered when implemented.	Software list is provided with publisher and URL information with a rationale that mateches the learner profile. Curriculum standards are cited. Multiple Tools are considered.	Software list is provided without rationale for selection. Only a single tool is included.
<b>Computer Store/online investigation Reflection</b>		Reflection includes technical understanding and generalizations about skills learned in class. Reflection is about the learner's understanding of personal growth in application of technology for learning.	Reflection is about an unsuccessful shopping trip or about info that could have been found in a catalog or online only or does not recognize that many AT tools are not found in a general store.
<b>Budget</b>		Budget provides for products described that are needed for the class and are organized in an easy to find manner.	Budget information inaccurate or incomplete.
<b>Project Reflection Post</b>			Well-developed, thoughtful and relevant post demonstrating clear evidence of anyalsis and synthesis of new experiences and ideas.